Jerry Lynn Move Name/SituationDamage:Button Combo:Finisher: Ready MoveCradle Piledriver(9)up, down, up, tie-up**Trademark:** Ready MoveRunning Powerbomb(8)left, right, up, punchReady MovesThat's Incredible(9)left, right, left, tie-upJazz Stinger(6)up, down, up, kickFront Backbreaker(6)left, up, punchEnziguri(7)up, down, punchFlying Head Scissors(6)left, down, punchBehind MovesBridging German(6)left **or** right, tie-upReverse DDT(5)left **or** right, punchVictory Roll(4)left **or** right, kickCorner MovesHuricanrana(7)up, down, kickMonkey Flip(6)kickGround MovesFrom Feet; Surfboard(7)up, down, kickFrom Side; Mount Punches(7)left, right, tie-upFrom Head; La Magistral(6)up, down, punchRunning Opponent MovesTilt-A-Whirl Slam(8)tie-upTurnbuckle MovesMissile Dropkick(7)punch **+** tie-upTie-up MovesNorthern Lights Suplex(6)left **or** right, tie-upDDT(5)left **or** right, punchChestbreaker(4)left **or** right, kick**Pose:**The Bird **N/A**kick **+** tie-up**Dizzy Kick**Arm Hold Back Kick**(4)**kick**Dizzy Punch**Grab Head and Punch**(4)**punch